SeaWorld®
ADVENTURE PARK

Shamu's DEEP SEA ADVENTURES

EVERYONE
E
CONTENT RATED BY ESRB

ACTIVISION®

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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

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HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

SeaWorld ADVENTURE PARK

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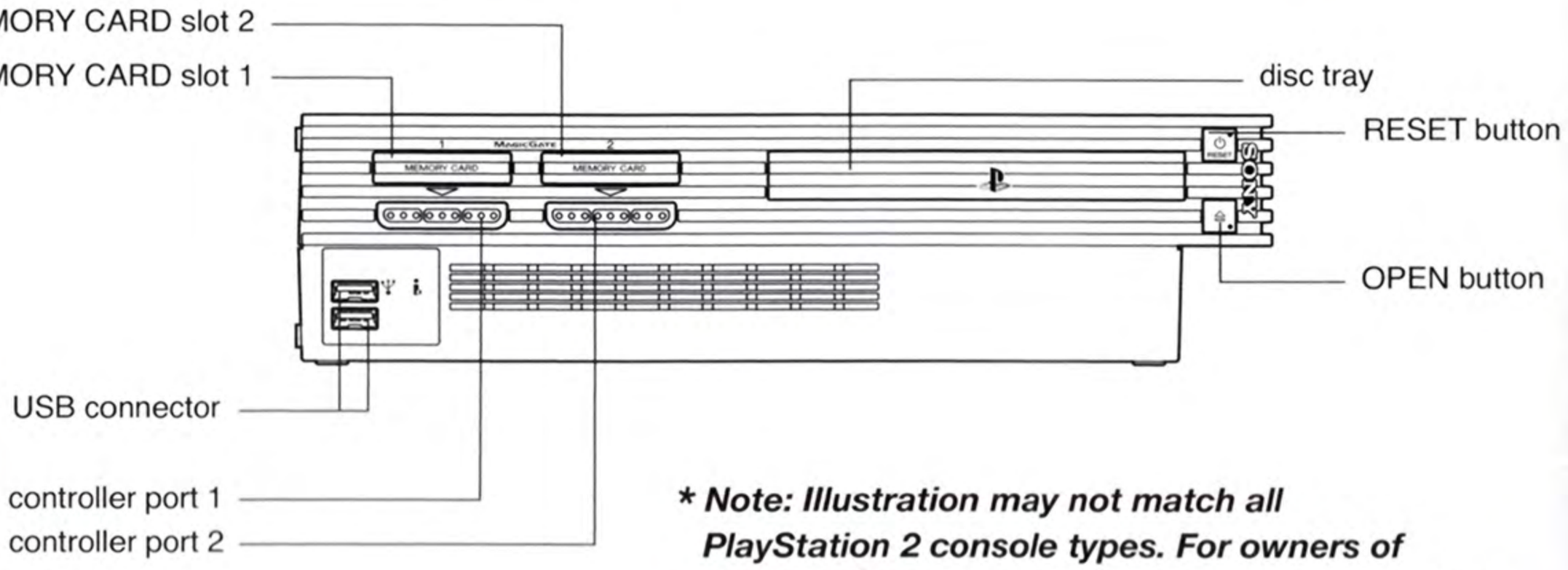
SeaWorld ADVENTURE PARK

Shamu's DEEP SEA ADVENTURES

GETTING STARTED



**** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.***

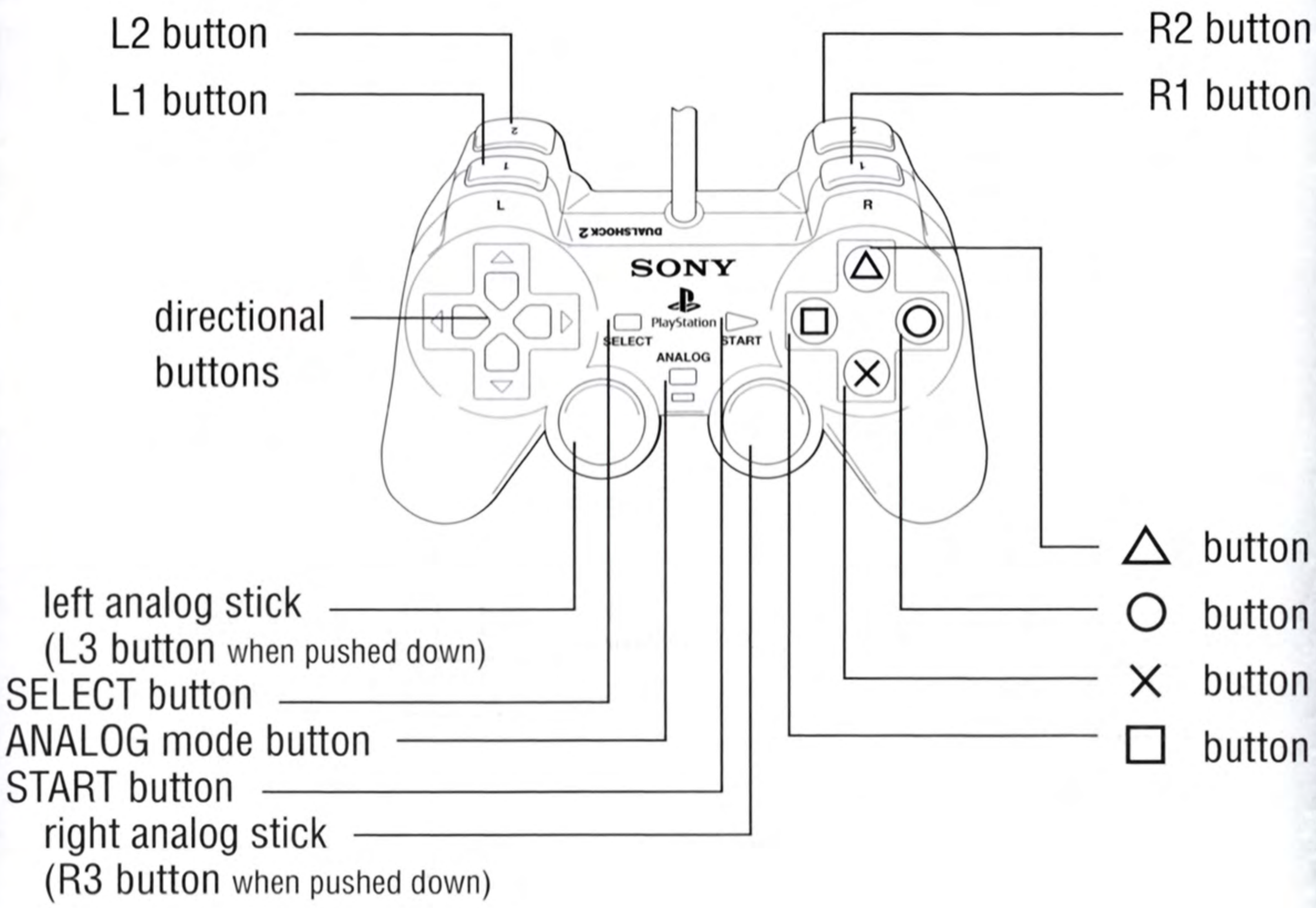
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the SeaWorld®'s Shamu's Deep Sea Adventures disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



WELCOME TO SHAMU®'S DEEP SEA ADVENTURES

Poseidon, the great God of the under-water world, interrupts Shamu's show at SeaWorld Adventure Park and puts his plan into action to take over the park. He wants to obtain the magic of SeaWorld. Using a host of oceanic and Atlantis creatures, along with a notorious mythical monster known as the Kraken to do his ill-fated work, Poseidon attempts to steal the magic of SeaWorld and restore his lost city of Atlantis.

Horacio, the wise and ageless manatee, is Shamu's guide and mentor. Horacio once lived under Poseidon's rule in Atlantis and knows all-too-well Poseidon's wrath. He eventually escapes Atlantis and later finds sanctuary inside of SeaWorld where he meets Shamu.

Using hints and guidance from Horacio, Shamu must save SeaWorld from Poseidon and his evil minions and restore the park's attractions back to greatness.

Journey through 20 adventure-packed missions to challenge enemy creatures. Collect Kraken Krystals, krill balls, oxygen bubbles, relics, and SeaWorld Post Cards. Break objects, walls, and structures, and use Shamu's special abilities in a show-down with Poseidon to save SeaWorld Adventure Park.

MENU OPTIONS

Menu Controls

Use the up and down directional buttons to navigate the menu. When you find the option you want, make sure that it is highlighted, and then press the ⊗ button to select it.

MAIN MENU

New Game

Select this option to start a new game.

Load Game

Select this option to load a previously saved game.

Options
Select this option to call-up the Options Menu.

SeaWorld
Select this option to view movies, pictures of SeaWorld Adventure Park animals and attractions and unlock hidden treasures.

Credits
Select this option to view the game credits.

Pause Menu
During gameplay, access the Pause Menu by pressing the START button.

Continue
Select this option to resume gameplay.

Restart
Select this option to restart the current mission.

Quit
Select this option to end the mission and return to the Main Menu.

Shamu Controls
Select this option to view the controls for Shamu's Animal Behaviors.

Mission Objectives
Select this option to view the objectives for each mission.

Missions
Select this option to view and access unlocked missions in the game.

SAVING THE GAME

You will be asked to specify which MEMORY CARD slot you want to write to. When you've done that, you'll be able to save your game to a memory card (8MB) (for PlayStation®2). When saving is successfully completed, you will be shown a confirmation message. You will be returned to the pause menu after you acknowledge this message.

SEAWORLD MISSION TYPES

Shamu's Deep Sea Adventures has 5 distinct mission categories. They are as follows:

Collect & Puzzle-solve Missions: Collect items and solve the water lock puzzles.
Flee Missions: Flee from the Kraken.
Rescue Missions: Rescue Horacio.
Follow Missions: Follow or chase enemies and/or Horacio.
Animal Behaviors Missions: Perform Killer Whale behaviors.

CONTROLS

Camera Controls

Use the **right analog** to adjust the camera while controlling Shamu.

SHAMU'S SPECIAL MOVES

Offensive Behaviors

TAIL FLUKE SMASH - ⊗

Uses tail fluke to smash objects and to defend Shamu against enemies.

DOUBLE HEAD-BASH - L2 + ⊗

Double-tap with the action button will give Shamu the ability to Head-Butt an enemy twice and with greater impact.

FORWARD TAIL SMASH - R2 + ⊗

Shamu brings his tail and tail fluke over his head to smash enemies.

TAIL SMASH - L2 + △ + ⊗

Shamu smashes the enemy with his tail, then head-butts him.

TORPEDO - R2 + △ + ✕
Takes on the characteristics of a torpedo; can strike an enemy with brute force.

DORSAL SPIN - L2 + R2 + △ + ✕
Rotates in a swift circular motion and uses the dorsal fin as a saw to cut through enemies.

Defensive Behaviors

ONE BUBBLE - ◉
One bubble will emanate from Shamu's blow-hole and surround him, providing limited protection for a very short period of time.

TWO BUBBLES - L2 + ◉
Two bubbles form, thereby increasing the protection.

SONIC BUBBLE - R2 + ◉
One bubble surrounds Shamu, and then emanates a shock that causes waves to form and blow enemies and objects away.

BUBBLE ROTATOR - L2 + △ + ◉
Multiple bubbles form and rotate around Shamu for protection.

BUBBLE SHOOTER - R2 + △ + ✕
Multiple bubbles form and Shamu can use them to shoot at enemies.

MULTIPLE BUBBLE - L2 + R2 + △ + ◉
Multiple bubbles form and all of them release in multiple directions simultaneously.

Special Behaviors

ECHO RUMBLER - ▣
Shamu's magnified Killer Whale call that disorients enemies.

TSUNAMI - L2 + ▣
Quick, sweeping motions with Shamu's tail disrupts the ocean and creatures, causing huge under-water waves.

SIREN - R2 + ▣

Summons the help of schools of angry Tuna to gang-up on enemies.

COOL WAVE - L2 + △ + ▣

Ice-like pulse spheres shoot from the blow hole. Instantly freezes enemies with glowing, ice wave-like bursts.

FRENZY - R2 + △ + ▣

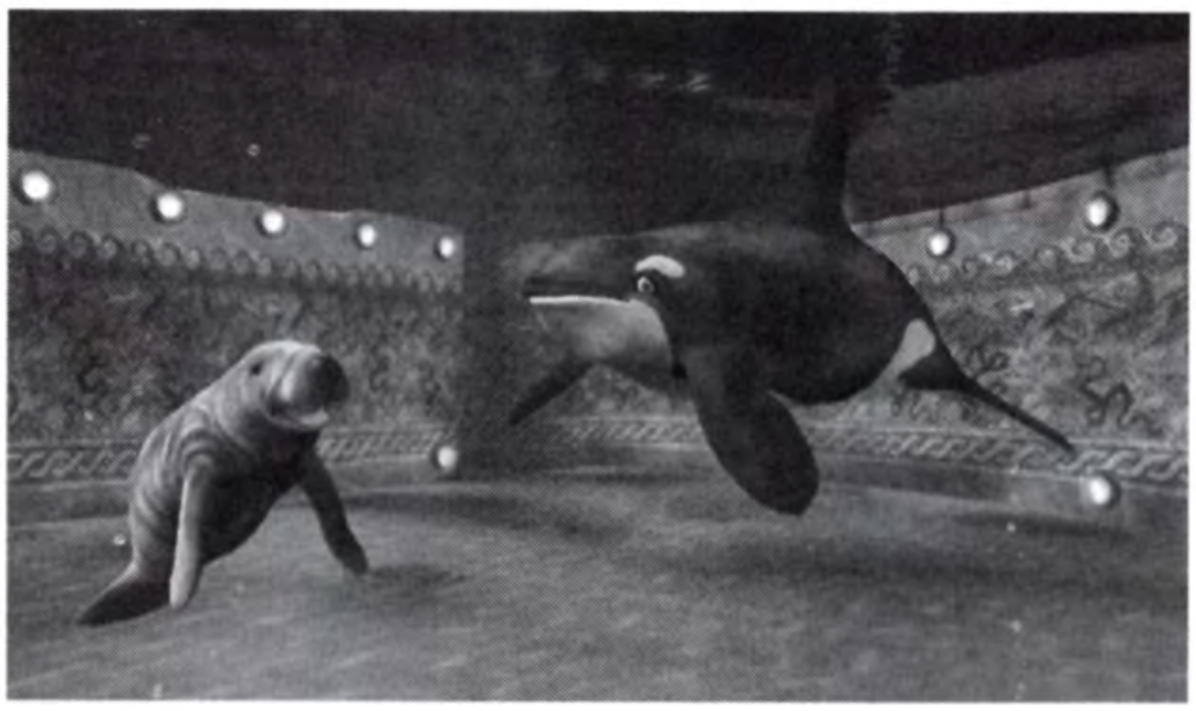
Shamu quickly strikes enemies from four different directions: upper left, lower right, upper right, lower left.

WARPING - L2 + R2 + △ + ▣

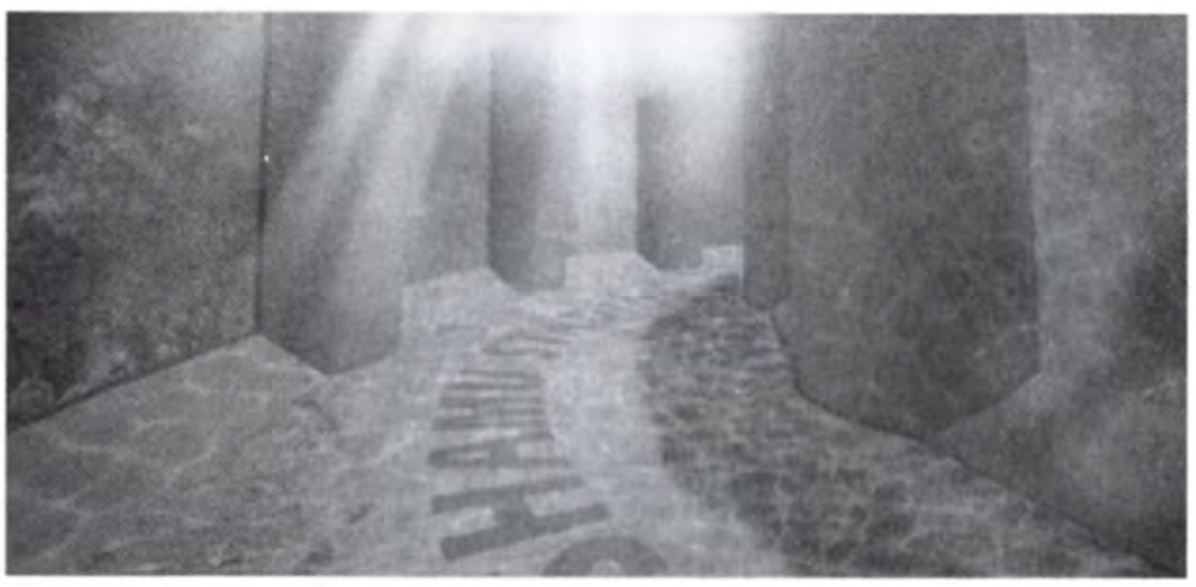
Gives Shamu the ability to dodge enemy attacks and travel through mines and objects without damage.

LOCATIONS

Shamu Stadium

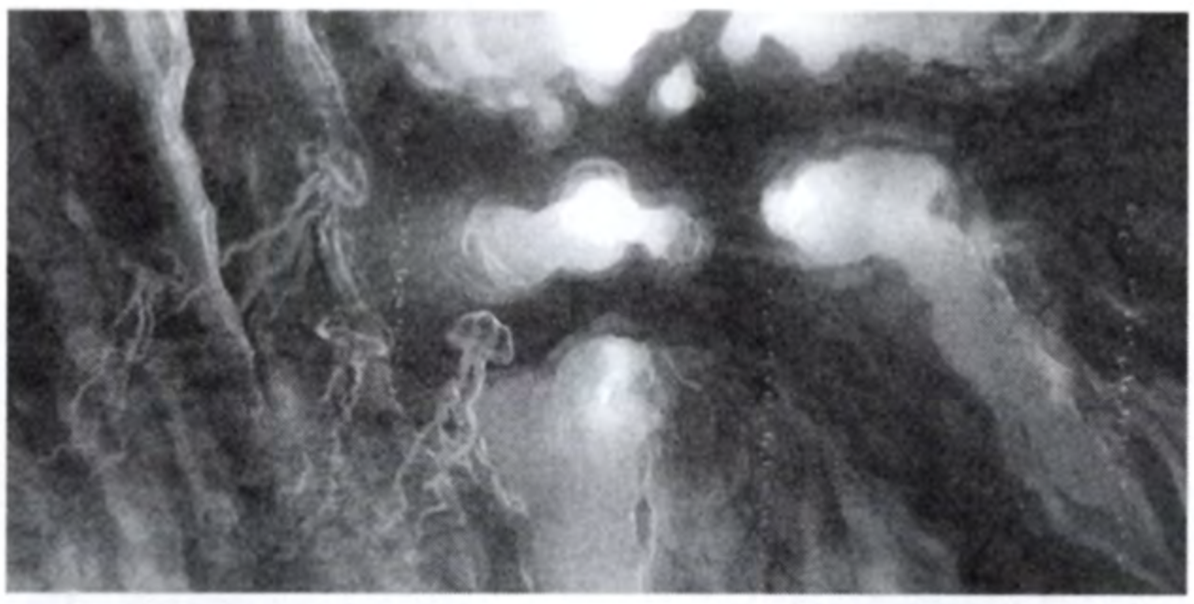


Beneath SeaWorld



Ocean Caves

Deep Ocean



Outer World of Atlantis

Atlantis Entryway

Atlantis Cell

Atlantis

POINTS

The points display is located on the upper-right of the television screen during the game. It will appear whenever the player earns points with Shamu. The points display can also be called-up by pressing the L2 button to display the in-game HUD.

During each mission, you can earn points by successfully performing any one of the following tasks:

- Collect Kraken Krystals, keys and relics.
- Collect krill balls.
- Collect oxygen bubbles.
- Break open crates and sea chests.
- Solve puzzles.
- Challenge enemies.
- Perform animal behaviors.

UNLOCKABLES

Unlockable items can be accessed from the Main Menu. Select the SeaWorld option to view collected items like SeaWorld postcards and movies, and game art.

CHARACTERS

SHAMU

The powerful and majestic killer whale is the main character of Shamu's Deep Sea Adventures.

HORACIO

Horacio, the ageless manatee, is the narrator of Shamu's Deep Sea Adventures. Having befriended Shamu since his birth, he is the great teacher of all things beyond SeaWorld.

The KRAKEN

Known as a daring coaster ride at SeaWorld Adventure Parks, the evil Kraken is the stuff of legends. Once upon a time, old mariners' tales spoke of the Kraken dragging some of the world's greatest shipping and fishing vessels to the bottom of the ocean.

POSEIDON

The mythical God of the Sea, a vexed Poseidon dwells within the lost city of Atlantis. Poseidon endlessly plots schemes to take the magic away from SeaWorld Adventure Parks and replace the park with his new kingdom.

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EVERYONE

Mild Cartoon Violence

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